



October 5, 2010

## Rendering wireframe in V-Ray and Mental Ray

Filed under: **3D Studio Max Tutorials, Written 3D Studio Max Tutorials** — admin @ 12:20 pm



Rendering wireframe in V-Ray and Mental Ray

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## 3DS Max Loft Tutorial

Filed under: **3D Studio Max Tutorials, Written 3D Studio Max Tutorials** — admin @ 12:16 pm



3DS Max Loft Tutorial

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October 2, 2010

## Create a Cool Mushroom Cloud in 3DS-Max

Filed under: **Written 3D Studio Max Tutorials** — admin @ 4:39 am



a 20 minute in depth intermediate tutorial on how to create a nuclear explosion in 3ds max 4 and onwards without additional plugins.

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October 1, 2010

## Engine Exhaust and Afterburner Tutorial in 3DS Max

Filed under: **3D Studio Max Tutorials, Written 3D Studio Max Tutorials** — admin @ 11:19 am



Engine Exhaust and Afterburner Tutorial in 3DS Max

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## Making of Won Gyo Lee's "Prototype A" image

Filed under: **Written 3D Studio Max Tutorials** — admin @ 9:39 am

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In this Making Of, Won Gyo Lee shows us the process of creating his image "Prototype A" using 3ds Max, ZBrush, Photoshop and mental ray.

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## Texturing

Filed under: **Written 3D Studio Max Tutorials** — admin @ 8:39 am



Step by step texture painting with Viewport Canvas in 3ds Max.

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September 30, 2010

## Quickly Create 3D Objects using Loft

Filed under: **Written 3D Studio Max Tutorials** — admin @ 5:21 am

Lofting is an easy-to-use technique that will repeat a shape along a path,



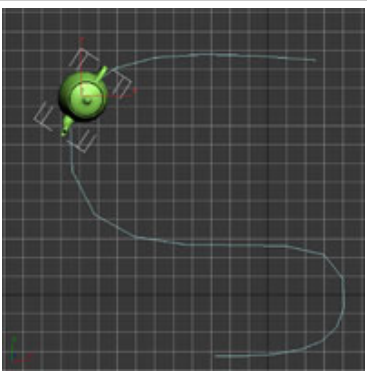
[Quickly Create 3D Objects using Loft - 3DS-Max tutorial](#)

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## Animate Along a Path

Filed under: **Written 3D Studio Max Tutorials** — admin @ 5:21 am

Learn how to make an object follow a path. This quick 3DS Max course will h



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## Engine Exhaust Afterburner

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This tutorial is our take on engine exhaust effects in 3DS Max. There are v



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## Making of Calamity Jane

Filed under: **Written 3D Studio Max Tutorials** — admin @ 5:20 am

In this tutorial we will not go in the detail explanation, assuming that re



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